FIG 1

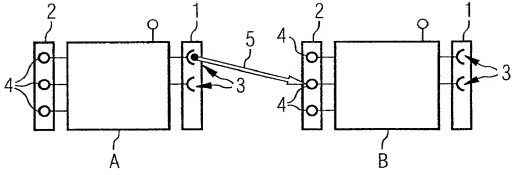
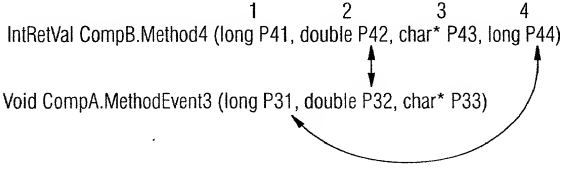



FIG 2

| | CompA.MethodEvent3 | | | | CompB.Method4 | |
|---|---|---|---|---|---|---|
| | Parameter | Typ | Konstante | Typ | Parameter | Typ |
| 1 | P31 | long | | | P44 | long |
| | P32 | double | | | P42 | double |
| | P33 | char* | | | | |
| | | | K1: 100 | long | P41 | long |
| 5 | | | K2: "Hello World" | char* | P43 | char* |

FIG 2a



# FIG 3

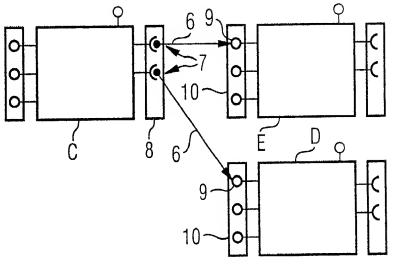
```
CompA_EventOne_Sink(int AP1, float AP2)
(
        char    *BP1 ;
        long    BP2 ;
        double  BP3 ;

        BP1 = "Hello World" ;
        BP2 = AP1 ;
        BP3 = AP2 ;
        CompB_MethodOne(BP1, &BP2, BP3) ;
)
```

# FIG 4

```
...
<Event>
CompA.EventOne, int P1, float P2
</Event>
...
<Method>
CompB.MethodOne, [IN] char *P1, [INOUT] long P2,
                 [in] double P3
</Method>
...
<Connection>
CompA.EventOne Calls CompB.MethodOne, "Hello World",
                     CompA.EventOne.P1, CompA.EventOne.P2)
</Connection>
...
```

FIG 5



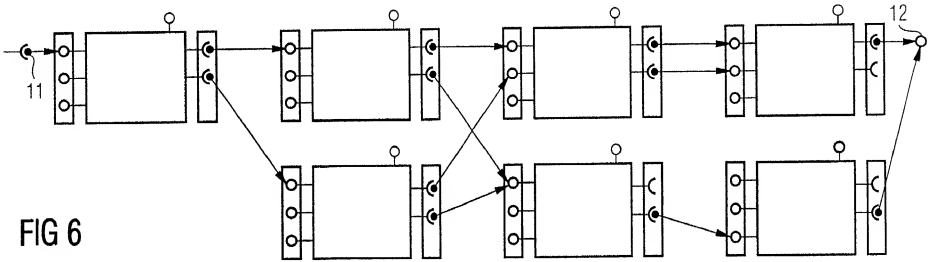




FIG 6

FIG 7

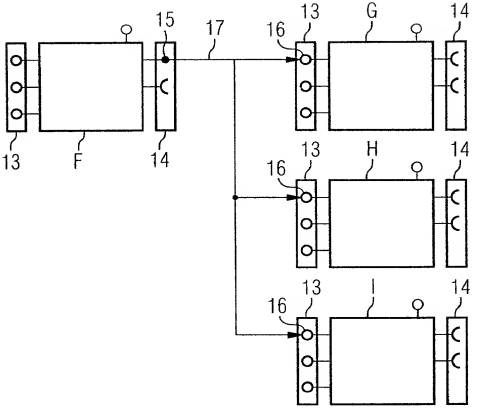

15
17
13
G
14
16
13
F
14
13
H
14
16
13
I
14
16

FIG 8

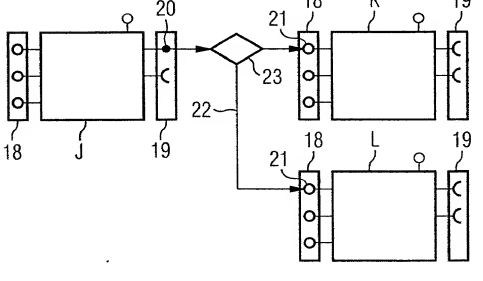

20
18
K
19
21
23
22
18
J
19
18
L
19
21

FIG 9

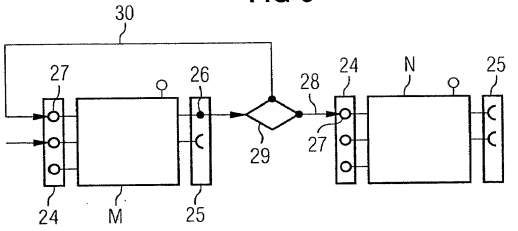
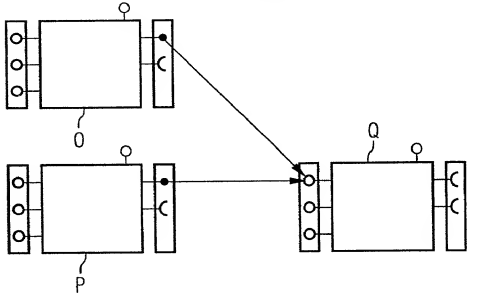



FIG 10



PATENT-SCHRIFT

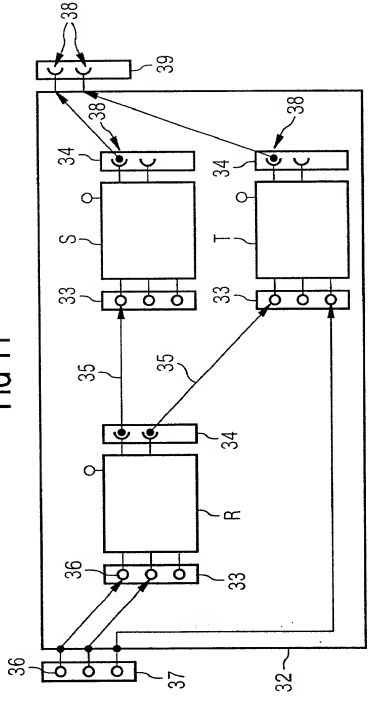



FIG 11